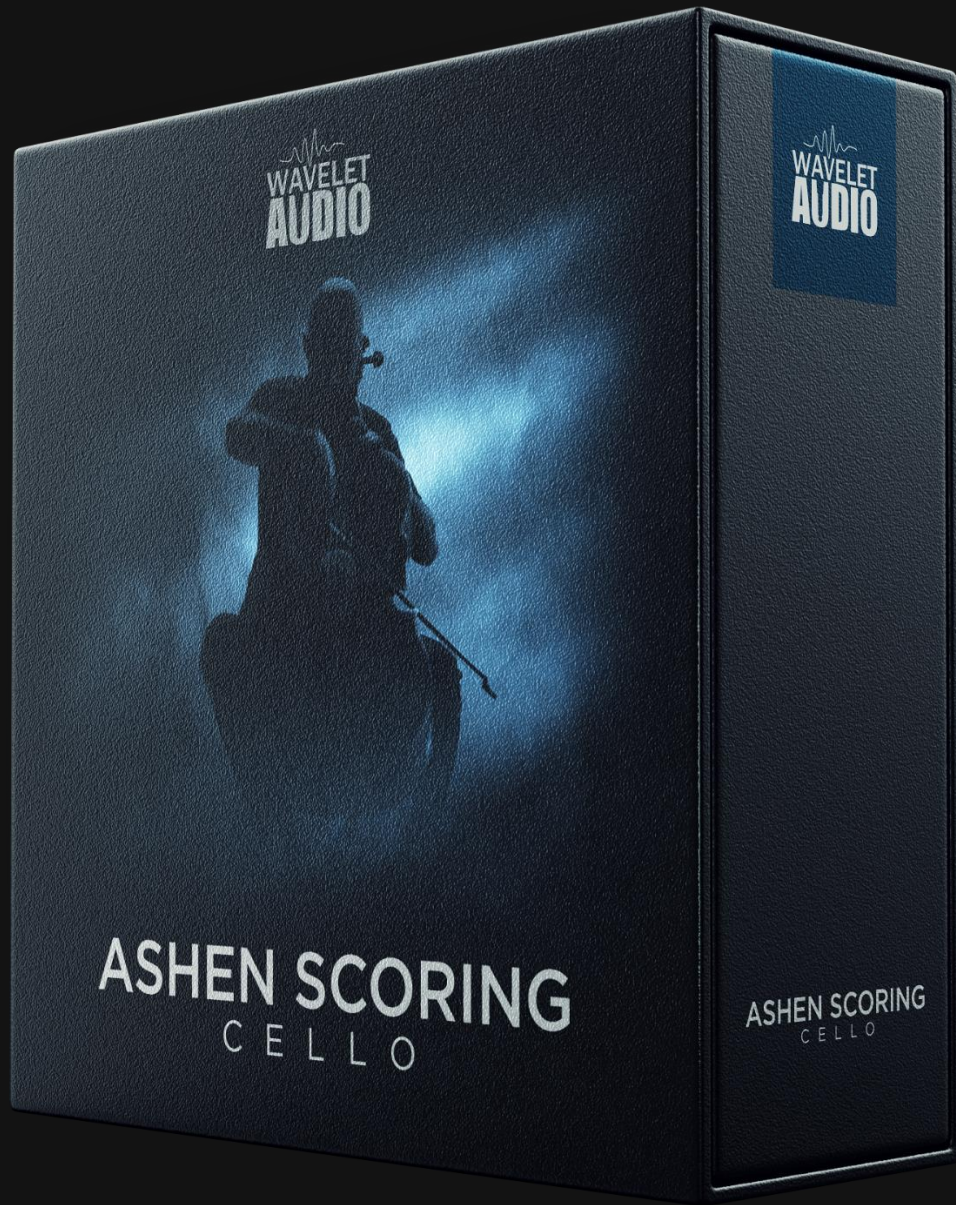


# ASHEN SCORING CELLO



## Context

Playable instrument.....	3
Articulation Change.....	3
Reverb .....	4
Tone for The Instrument .....	5
Vibrato.....	6
Staccato Overlay .....	7
Legato.....	8
Tremolo Speed.....	9
Solo Mode.....	10
Attack control for short notes .....	11
Fade Out Control.....	12
Sustain Pedal.....	13
Performance Designer .....	14
Main window .....	14
Track Browser & Random Generator Window .....	16
FX Window.....	18
Presets.....	19
Pitch keyboard .....	20

## Playable instrument

### Articulation Change

There are two key ways to change the articulation. The first method is to use key switches on the left side of the piano-roll. The second method is to change articulations by using the GUI. The first method is the most convenient for changing the articulation directly in the MIDI track. Besides, it can be easily automated.

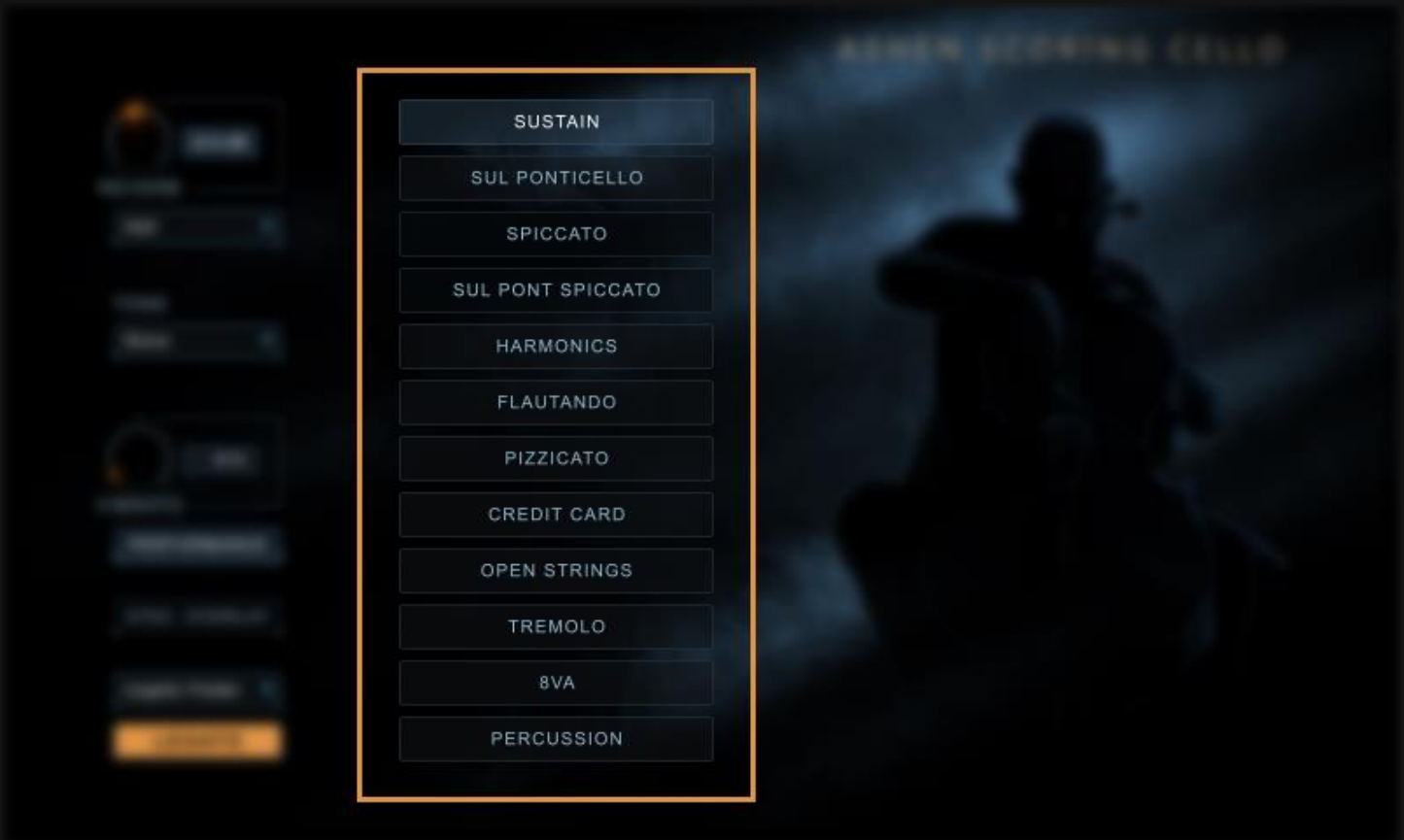


Fig 1.1: Articulation change with GUI



Fig 1.1: Articulation change with MIDI

*If you want to use only one articulation in a single Kontakt instance then you can unload other unused articulations from a memory by clicking ALT+LMB on the articulation that should be used.*

## Reverb

The «Reverb» knob controls the volume of the reverb signal. Right under the "Reverb" knob, there is a menu that allows choosing one of the two types of reverb, or completely disable it.

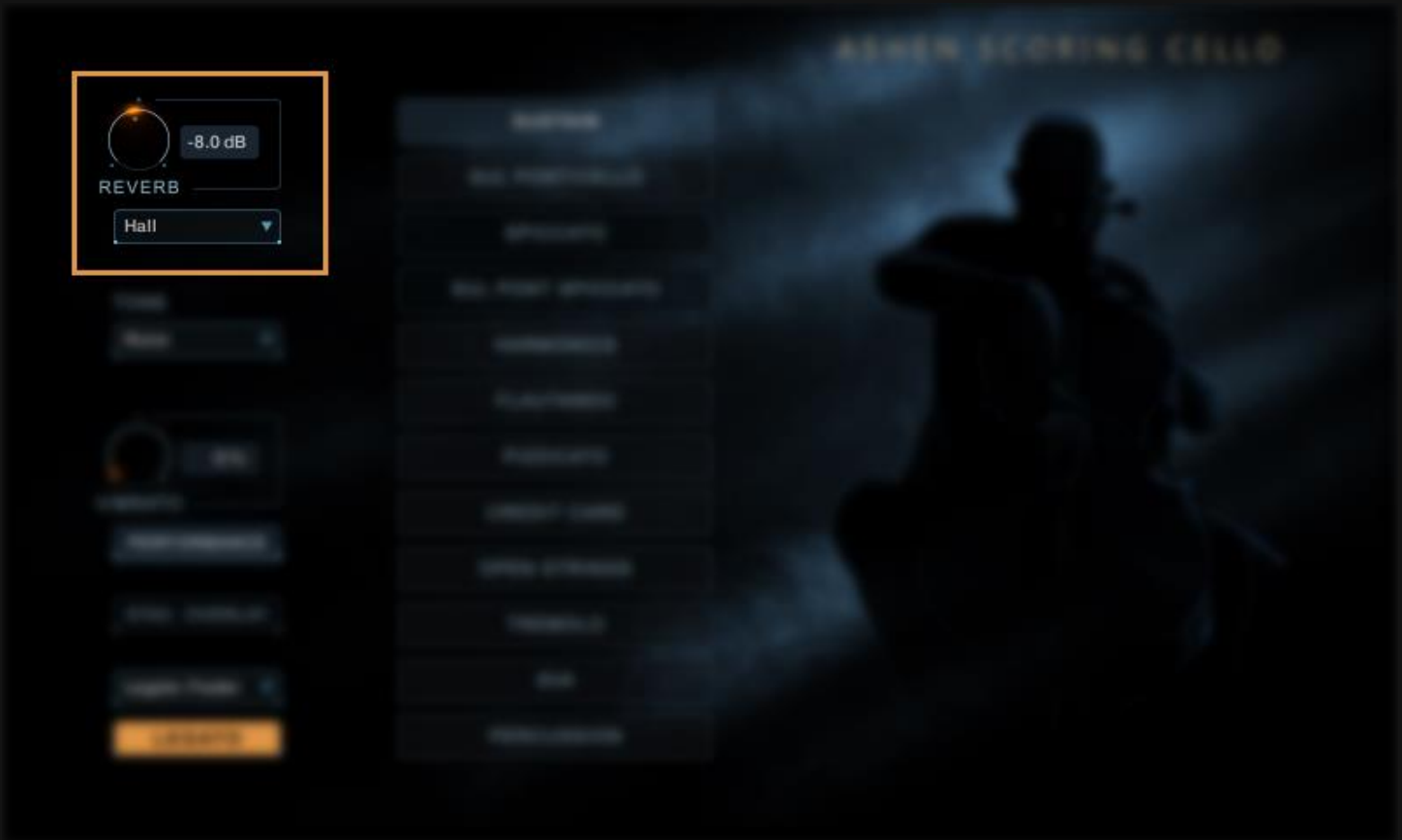
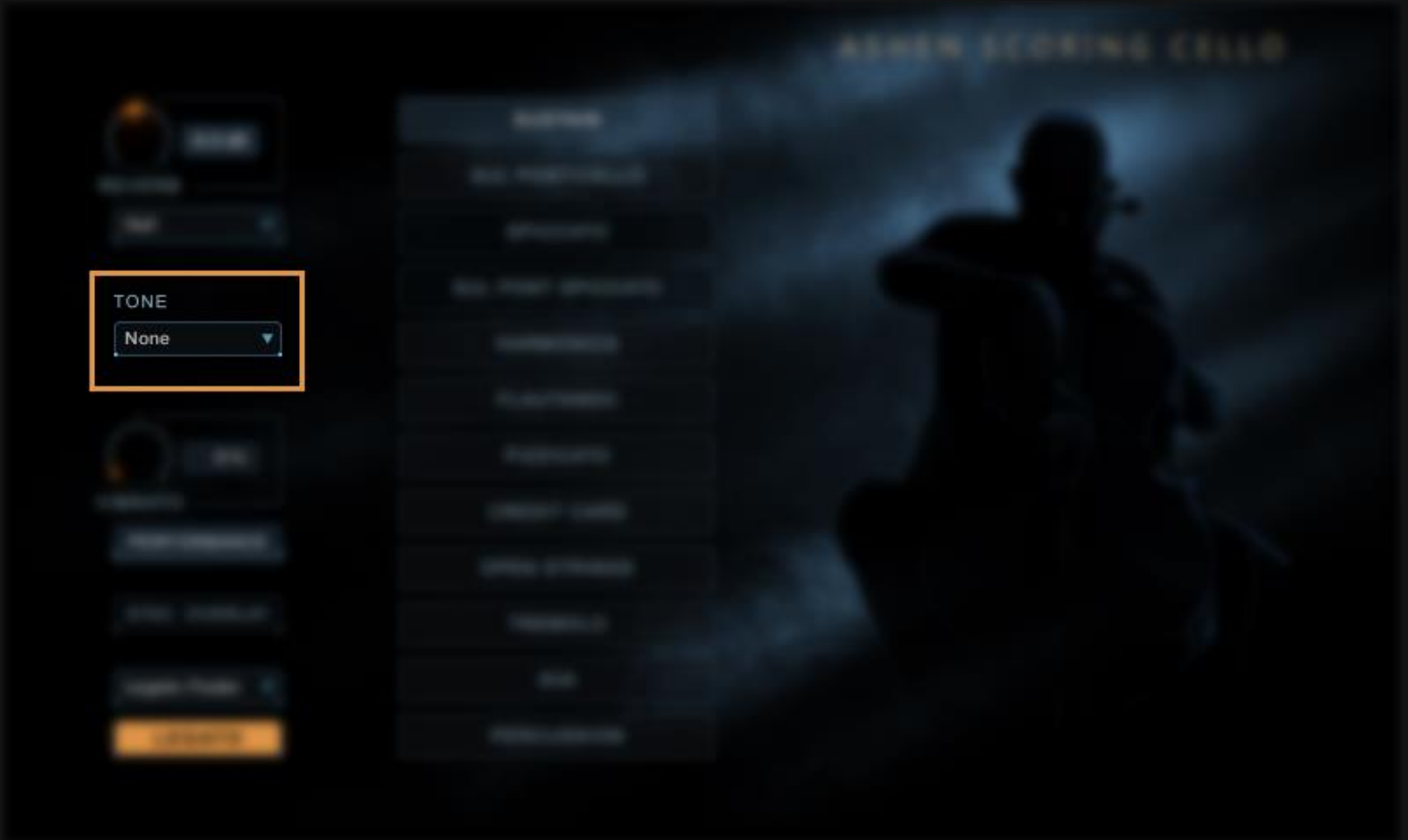


Fig. 2.1: Reverb Control

## Tone for The Instrument

By using the "Tone" menu you can color the original sound of the cello with new tones and shades. You can choose from the original sound, as well as three additional tones.



*Fig. 3.1: Tone choosing*

## Vibrato

The "Vibrato" knob allows controlling the vibrato intensity. The higher is the value, the clearer is the periodic change in pitch.

Right little below the knob, you can find the "Performance" switch. When enabled, the vibrato level changes automatically, depending on the section dynamics.

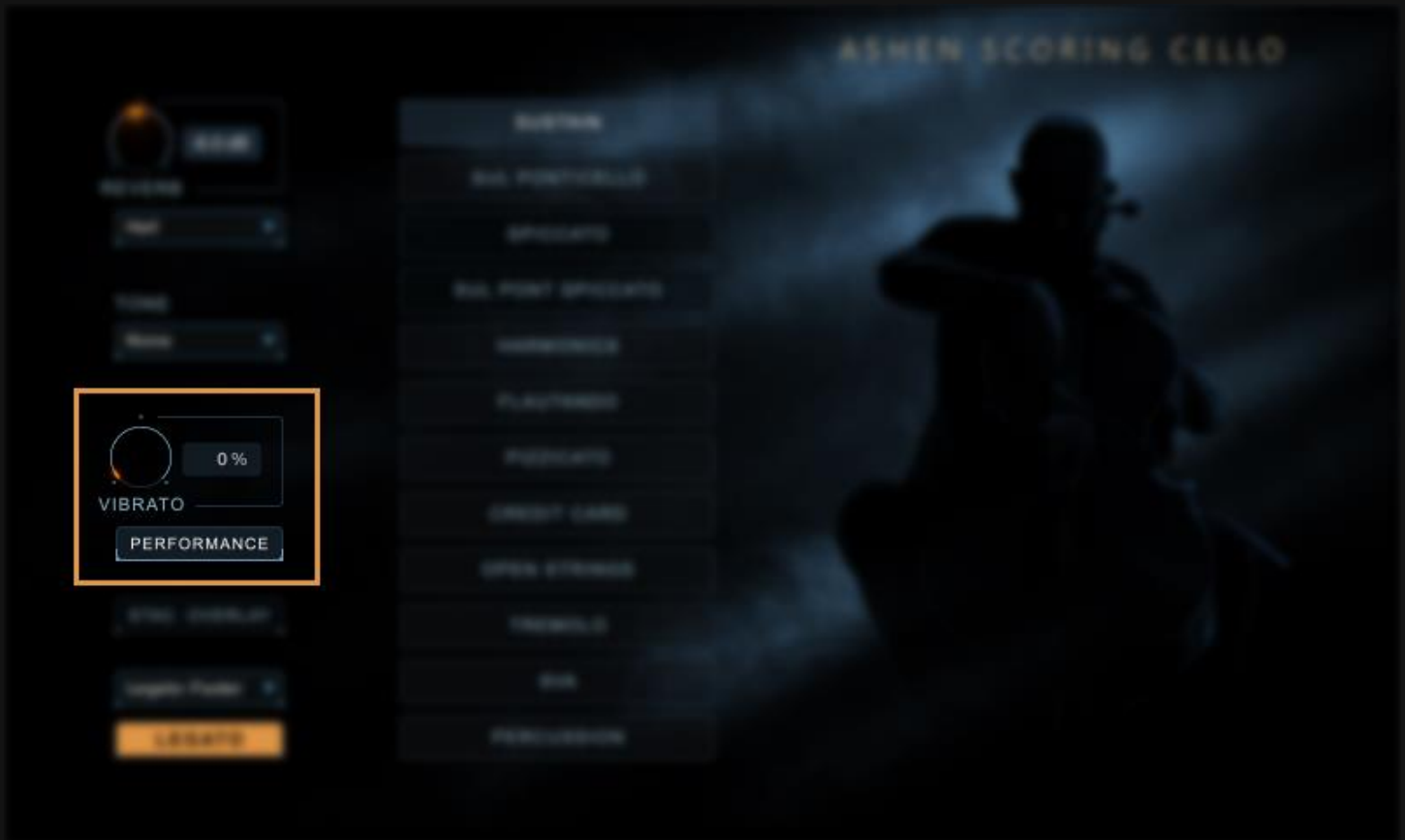


Fig. 4.1: "Vibrato" knob and "Performance" switch

*"Vibrato" knob and "Performance" knob are available with Sustain and Sul Ponticello articulations.*

## Staccato Overlay

When working with the 'Sustain' articulation, you can easily add a bit of Staccato to the attack of each note to accentuate the entire articulation. This function works almost imperceptibly and can be useful for very fast and rhythmic parts. After activating the mode, you shall click on the appropriate switch and play the desired notes with the velocity of more than 119.

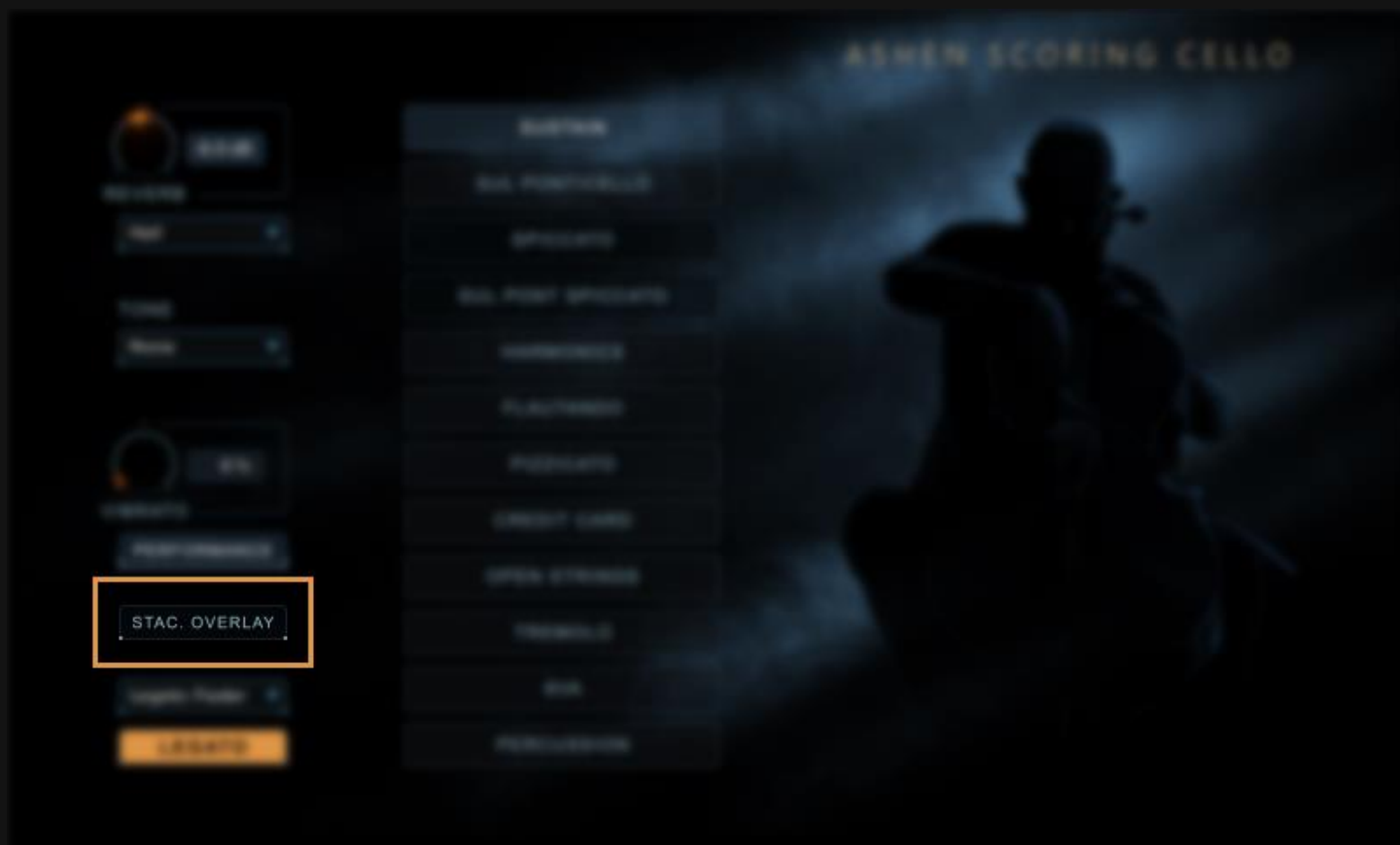


Fig. 5.1: "Staccato overlay" switch

*"Staccato overlay" switch works with Sustain articulation.*



## Legato

The "Legato" button activates the rebow musical technique when one note overlaps another one. Besides, you can use both fast and slow legato transition. The fast legato transition can be triggered when the speed of notes changing is faster than 360 ms, or when the velocity parameter is higher than 70. Otherwise, the slow legato transition is triggered. Another menu located above the "Legato" button allows configuring the additional speed of legato transitions.

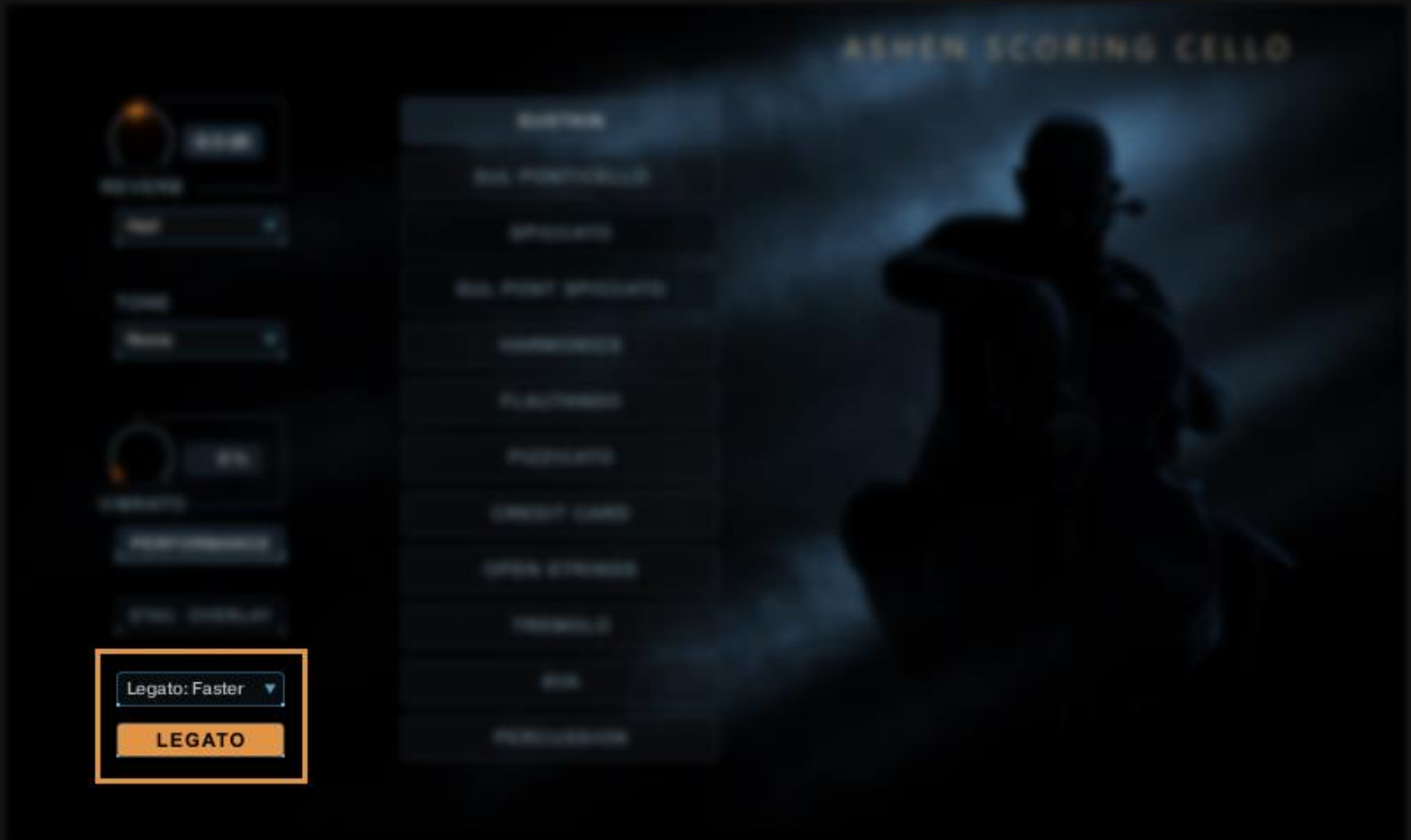


Fig. 6.1: "Legato" button and Legato Speed menu

It is also possible to control the Legato button and the Legato Speed menu of transitions from note to note by using MIDI. Both keyswitches invert the current settings configured in the GUI.



Fig. 6.2: Legato control by using MIDI

"Legato" button, the menu that controls the speed of legato transitions, and corresponding MIDI keyswitches are available with the following articulations: Sustain, Sul Ponticello, Harmonics, Tremolo, and 8va.



## Tremolo Speed

When using tremolo articulation, you can easily control the speed of the bow movement. This parameter is controlled by the "Speed" knob.

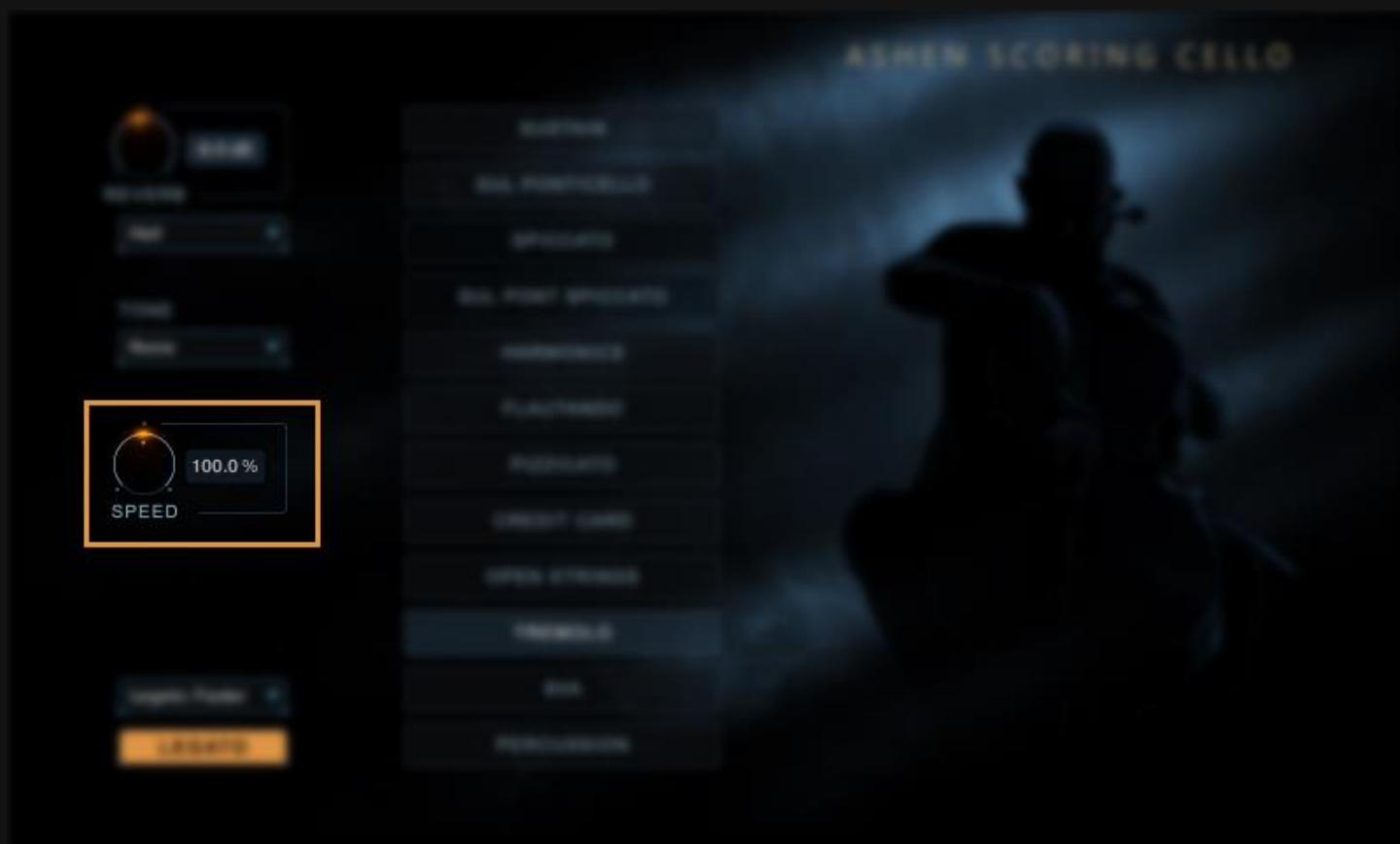


Fig. 7.1: Ручка "Speed"

*The “Speed” knob is available with Tremolo articulation.*

## Solo Mode

For short articulations, the "Solo mode" can be used. In the lower part of the corresponding area of the interface, you can find the "On/Off" switch that allows controlling this feature. This mode does not allow you to play several notes at the same time. When a new note is pressed, the instrument forcibly and smoothly silences all previous notes. It can be a very useful feature in some situations. Right above the switch, you can find a menu where you can select one of the two "Solo mode" types. By choosing the "All key", you enables the mode where the currently played note is irrelevant. Any subsequent notes silence all the previous ones. By choosing the "One key", you enables the mode where the following note can silence only the previous note of the same name.

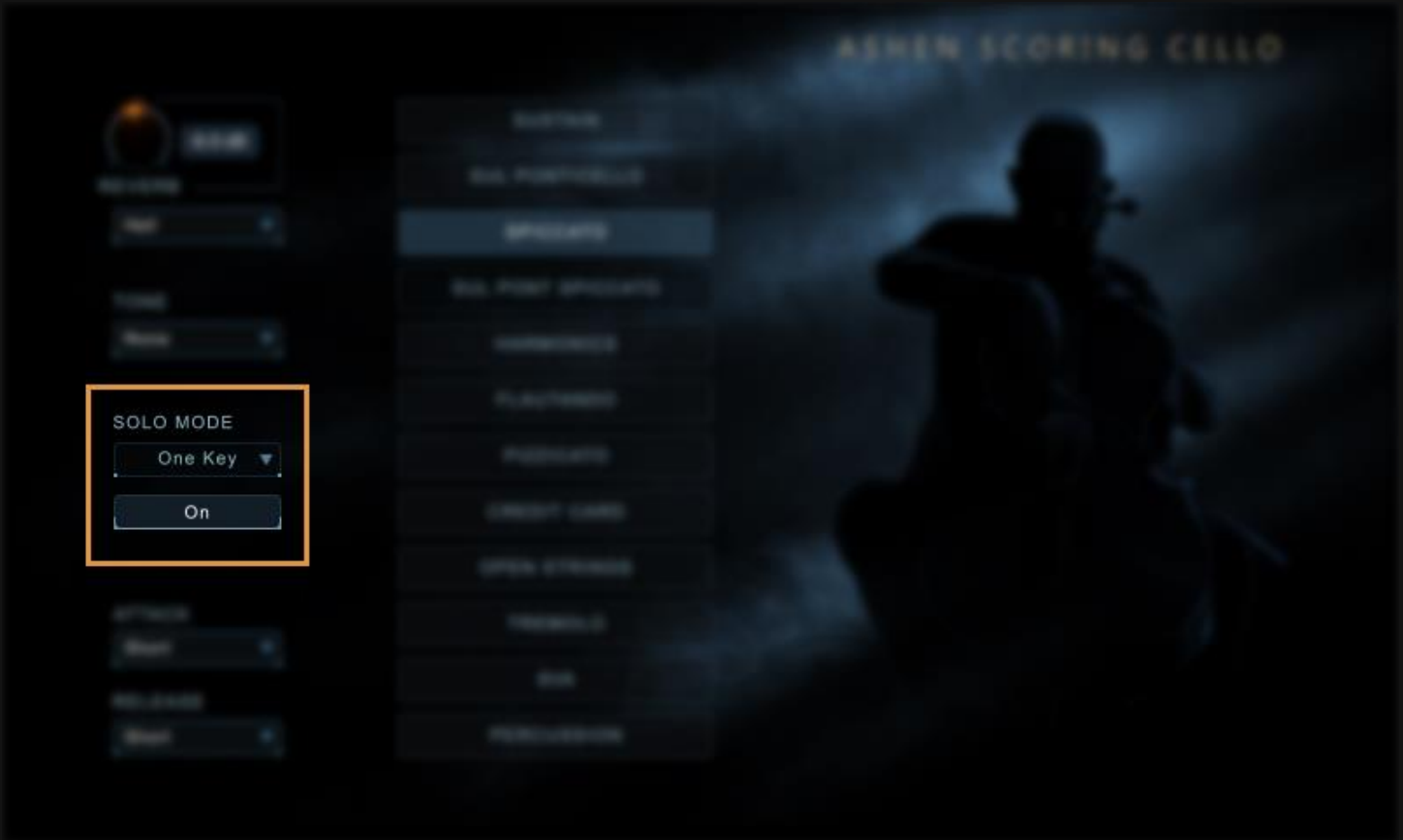


Fig. 8.1: "Solo mode" controls area

The "Solo mode" is available for the following articulations: Spiccato, Sul Pont Spiccato, Pizzicato, Credit Card and Percussion.

## Attack control for short notes

There are three playback modes available in the attack control menu: Short, Medium, and Long. Depending on the chosen mode, you will get a sound with a sharp or smooth attack.

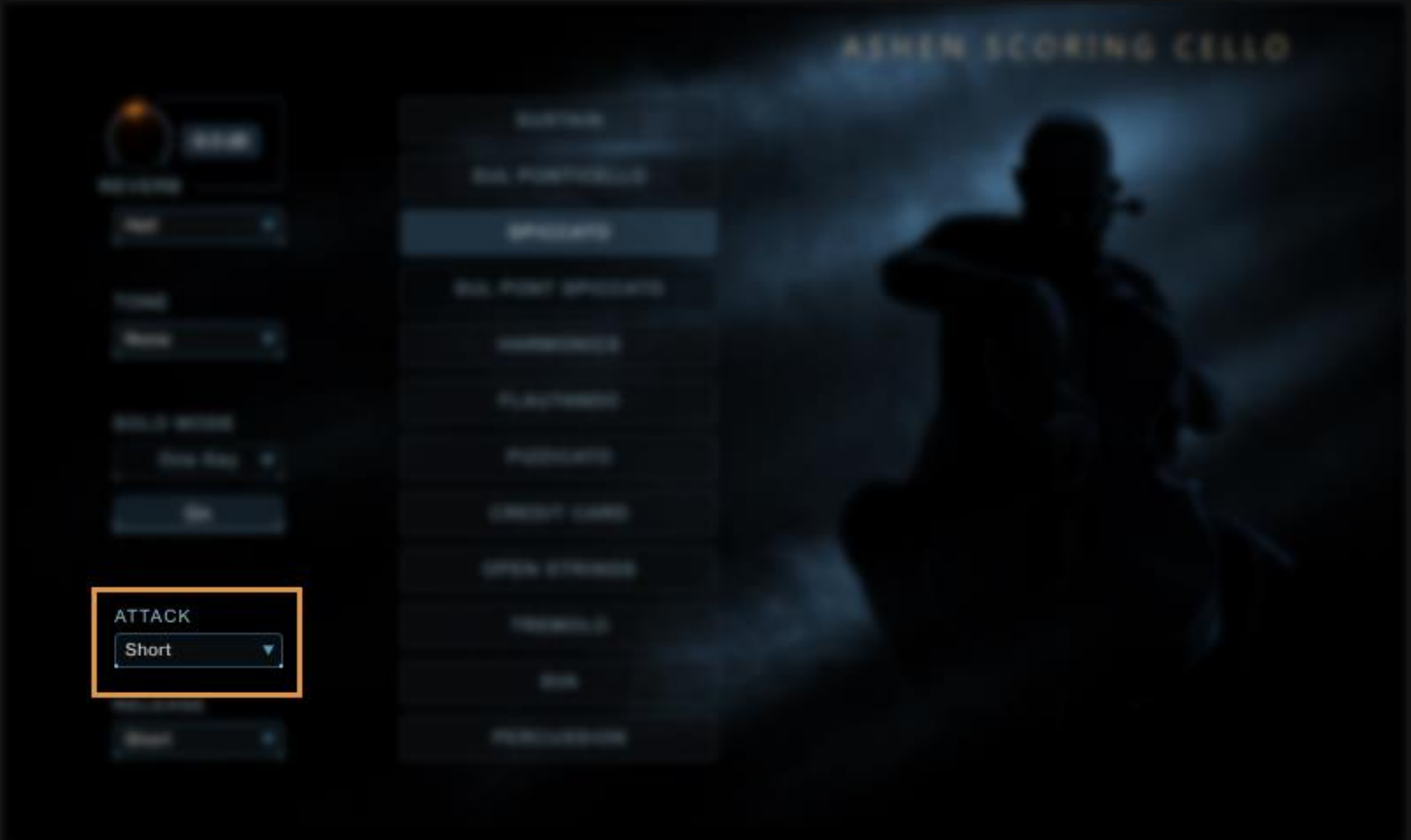


Fig. 9.1: The attack control menu

The attack control menu is available for the following articulations: *Spiccato*, *Sul Pont Spiccato*, *Pizzicato*, *Credit Card* u *Percussion*.

## Fade Out Control

Depending on the chosen articulation, you can choose from two to three playback modes in the note fade out control menu. Depending on the chosen mode, the notes will fade out sharply or smoothly.

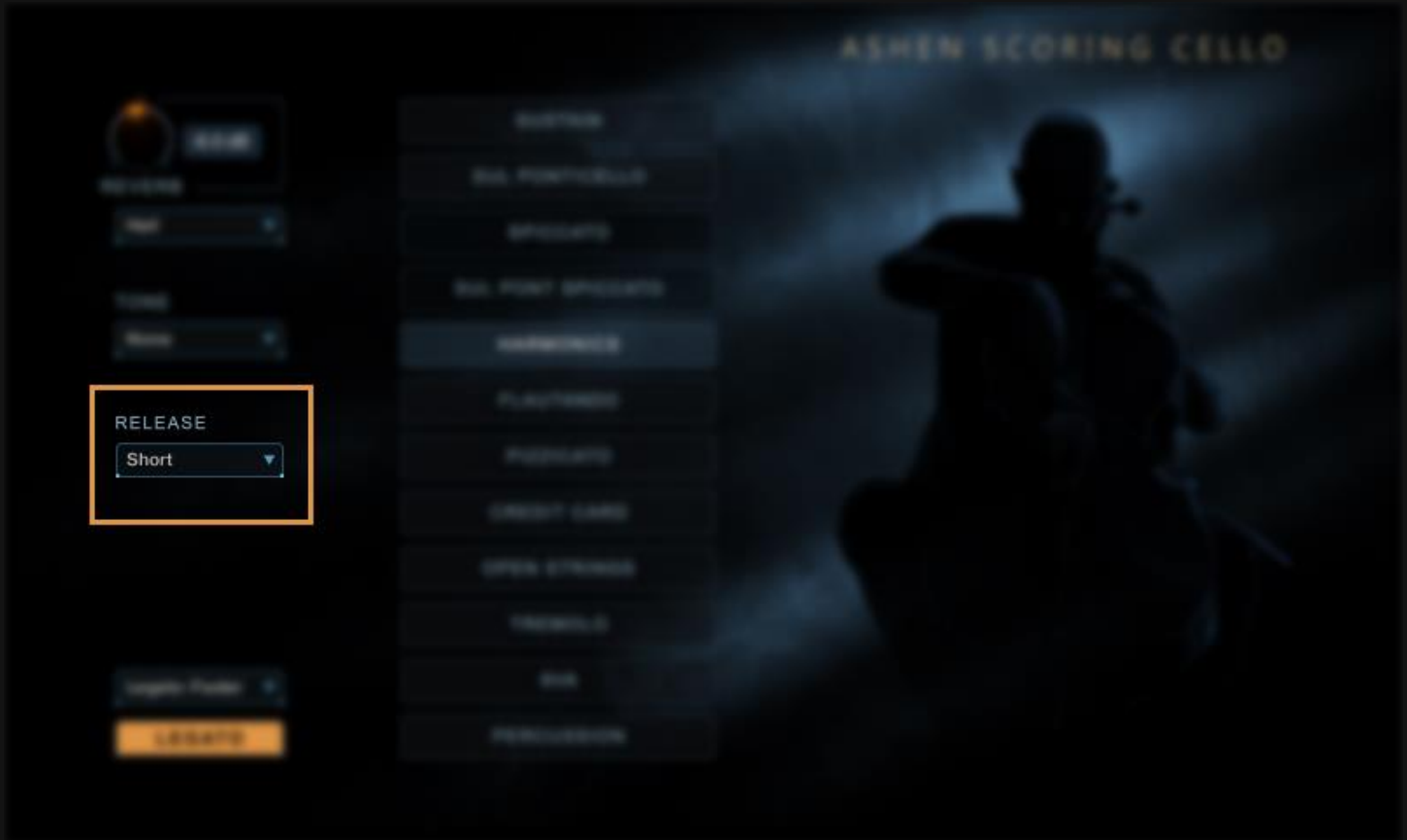


Fig. 10.1: The fade out control menu

The fade out control menu is available for the following articulations: Spiccato, Sul Pont Spiccato, Pizzicato, Credit Card, Percussion, Harmonics, Flautando and Open Strings.

## Sustain Pedal

When the sustain pedal is pressed, the current note is played without stopping until one releases the sustain pedal, or until you switch to another note (in legato mode). First of all, it allows you to rebow from one note to the same note in any rhythm, at any time, and without breaks. You can also use the sustain pedal functionality without it by using a MIDI keyboard or a MIDI editor in your DAW.



*Fig. 11.1: The key that imitates sustain pedal*

*Sustain pedal and its functionality is available for the following articulations: Sustain, Sul Ponticello, Harmonics, Flautando, Open Strings, Tremolo and 8VA.*

# Performance Designer

## Main window

After opening the library, you can see the track control panel in the center of the GUI. The maximum number of tracks available for playback is five. Quick settings for each of them are displayed on the main page in the form of five areas with controllers. In this section, you can change basic settings for each track, select a different track, or disable it altogether.



Fig. 12.1: Track control panel

Let's take a look at the key control elements located in the right part of the panel (see fig. 12.2):

- A) The category of the chosen track.
- B) The name of the chosen track. By using the left click on the name, you can open the sample browser. By using the combination of ALT and the left click, you can replace the current track with a random one.
- C) Keys for switching tracks in their running order.
- D) Replaces a track with a random one from the active category.
- E) Allows deleting the active track.
- F) "Solo" and "Mute" buttons.

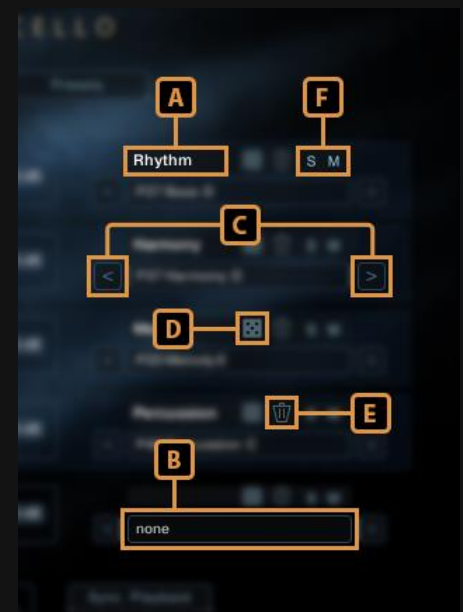


Fig. 12.2

On the left side of the interface, there are knobs that allow fast configuring of the signal processing for each corresponding track. These knobs are Volume, Pan, Pitch, Cutoff, and Stereo.



Fig. 12.3: Knobs for quick adjustment of signal processing

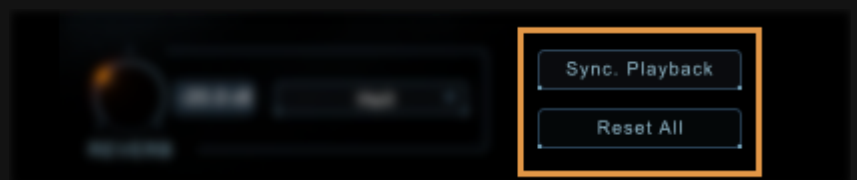
Take a note, there is a switch to control the filter “HP/LP” near to the knob “Cutoff”.

At the very bottom of the interface, you can find the Reverb knob and the reverb mode selection menu. The "Reverb" knob is responsible for mixing the reverb signal with the main signal. In the menu, you can choose one of three types of reverb ("Room", "Hall", "Black Hole") or disable the reverb.



Fig. 12.4: Convolution reverb controls

To the right of the reverb controls, you can find the "Sync. Playback" switch and the "Reset All" button. The "Sync. The playback" switch allows synchronizing all tracks, irrespectively to the initial playback time of each of the tracks. The "Reset All" button removes all tracks and restores their default settings.





## Track Browser & Random Generator Window

The "Track Browser & Random Generator" window provides a convenient overview of samples sorted by category with the possibility of pre-listening. Besides, it contains a customizable mechanism for the smart randomization of tracks. To open it, use the left click on the sample name in any of the five tracks or click on the "Samples & Random" button in the main window.

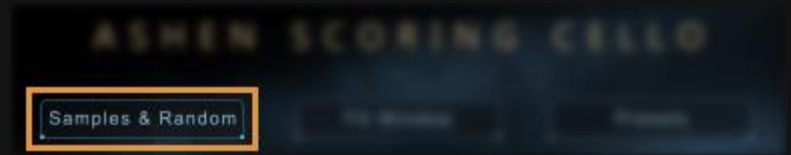
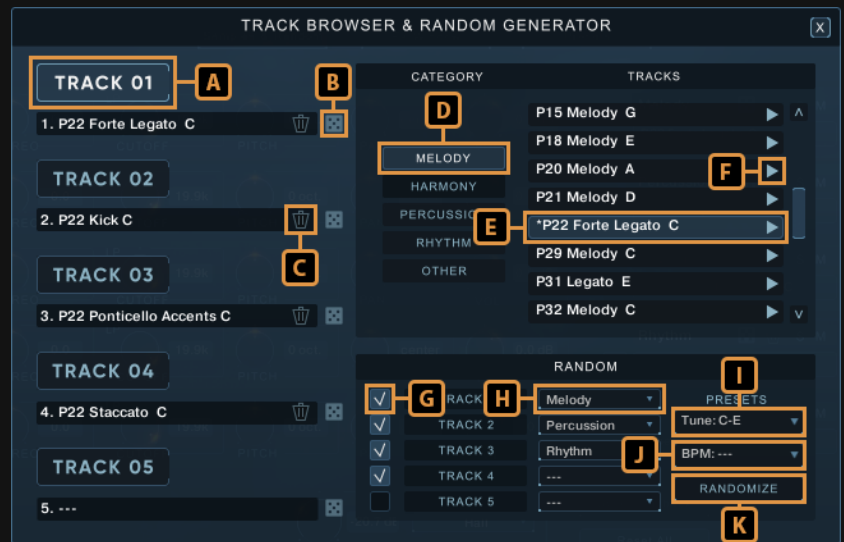


Fig. 13.1: The general layout of "Track Browser & Random Generator" window

The window consists of the following controls:

- A) Choosing a track to change the sample.
- B) Random sample selection
- C) Deleting a sample
- D) Selecting a category
- E) Sample selection
- F) Listening to a sample
- G) Choosing a track for randomization by using the "Randomize" button (K)
- H) Choosing the category of the samples for the randomization process by using the "Randomize" button (K)
- I) The menu for selecting the original key of a track that can be chosen during the randomization process
- J) The menu for selecting the source BPM loop that can be chosen during the randomization process
- K) The random sample selection button for tracks marked with the checkbox (G)



## FX Window

This window contains 4 effects (Transient master, Hot solo, Tape saturation, and VAN 51), which can be enabled and configured separately for each of the five tracks. To open the window, click on the "FX Window" button in the main window. You can select the track to adjust by using the left click on the corresponding button (see fig. 14.1 [A]).



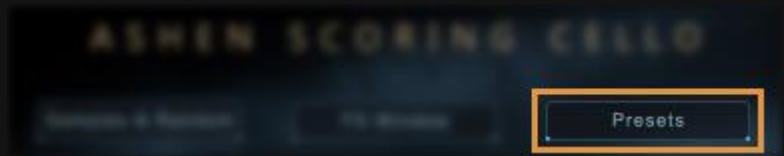
Fig. 14.1: FX window

You can see if the effect is currently active or inactive by using the "Power" sign to the left of the effect name. To enable and disable the effect, you need to make the left click on the button with the effect name (see fig. 14.1 [B]). Each effect has an individual set of parameters to adjust. All these parameters are located in the corresponding zone.

*By holding the "Shift" button on the keyboard, you can select several tracks at the same time.*

## Presets

By using the presets window, you can access a selection of prepared combinations of loops that perfectly match each other and can be easily used for further configuration and processing. To open it, just click on the "Presets" button at the top of the main window.



The functionality of this window is quite simple. One of the presets can be selected on the right side of the window (Fig. 15.1 [A]). By switching presets with the left click, you can see loops included in the selected preset on the left side (Fig. 15.1 [B]). When the selection is made, click on the "Load" button (Fig. 15.1 [D]) to load a set of loops. Before loading, pay attention to the "Reset controls" checkbox (Fig. 15.1 [C]). If this checkbox is active, all track settings (including effects) will be reset to the default.

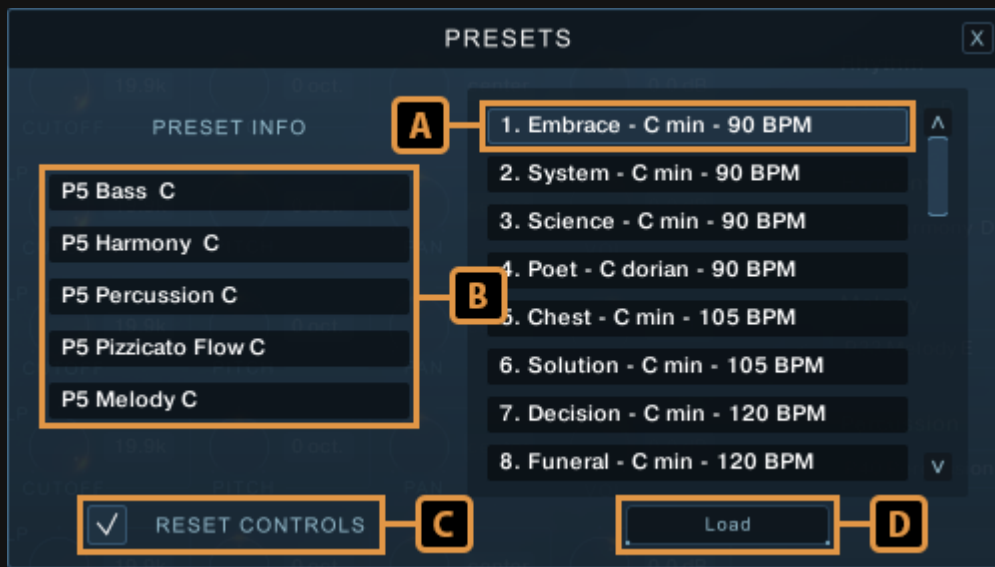


Fig. 15.1: Presets window

## Pitch keyboard

The "Pitch keyboard" is located to the left from the playback buttons. You can use it to select the desired keynote for playback. The active keynote is highlighted with green color. Note that the blue color is used to highlight the keyswitch that allows playing the chosen loops with almost the same tone as of the original track.



*Fig. 16.1: "Pitch keyboard"*